K. J. Somaiya College of Engineering, Mumbai-77

Batch: A1	**Roll No.: 16010121045**
Experiment / assignment / tutorial No	

TITLE: Study of Software tools used for understanding of UI Specifications & implementation of Interfaces

Objective: To study software tools used for Implementation of Interface and specifications

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Expected OUTCOME of Experiment:

CO 1. Design user Centric Interfaces

Books/ Journals/ Websites referred:

- "The essential guide to user interface design", Wilbert O Galitz, Wiley DreamTech.
- http://c2.com/cgi/wiki?GuiPrototypingTools
- http://www.designervista.com/

Background Theory:

The User Interface (UI) plays a vital role in system implementation. Along with the ACTUAL system development, importance is to be given for appropriate UI designing. The specification methods used for UI will typically be Natural, Formal & Semiformal Languages.

New Concepts to be learned:

Advantages & Limitations of Natural, Formal & Semiformal Methods used for specification of UI.

Tools to do Visual Editing, Creating Prototypes & get the LOOK of the UI

Laboratory Work:

Chosen Software Tool Name for UI Design:

- **Adobe XD**
- **Sketch**
- **Figma**

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Features of the selected tool:

1. Adobe XD

- **Platform**: Windows, macOS
- **Key Features**:
  - Vector-based design
  - Responsive Resize
  - Prototyping and interactions
  - Integration with other Adobe Creative Cloud apps
  - Collaboration tools
- **Strengths**:
  - Comprehensive integration with Adobe ecosystem
  - Robust prototyping features
  - Excellent collaboration tools for real-time feedback
- **Weaknesses**:
  - Can be overwhelming for beginners
  - Limited offline capabilities

2. Sketch

- **Platform**: macOS
- **Key Features**:
  - Vector-based design
  - Symbols and reusable elements
  - Artboards for multi-device designs
  - Extensive plugin ecosystem
- **Strengths**:
  - Strong community support and extensive plugin options
  - Intuitive interface tailored for macOS
  - Great for static UI design
- **Weaknesses**:

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- macOS-only limits accessibility
- Limited prototyping capabilities compared to some competitors

3. Figma

- **Platform**: Web-based (cross-platform)
- **Key Features**:
  - Real-time collaboration
  - Vector-based design
  - Prototyping and interactive components
  - Design systems and component libraries
- **Strengths**:
  - Excellent collaboration features
  - Cross-platform accessibility
  - Strong prototyping and feedback tools
- **Weaknesses**:
  - Performance issues with very complex files
  - Some advanced features may be less intuitive

Activity:

Study of different open source tools for UI sketching.

Comparative analysis of any three.

Applying the UI sketching principles for the selected topic

Team Members:

1. Pargat Singh Dhanjal
2. Vishrut Deshmukh
3. Meet Gala